

# POKÉMON 5E: HISUIAN FORMS

## GROWLITHE

Small Fire/Rock Type | Level 1 | SR 1/2

**Armor Class:** 13

**Hit Points:** 18

**Hit Dice:** d6

**Speed:** 20ft. walking

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	12 (+1)	6 (-2)	10 (+0)	10 (+0)

**Proficient Skills:** Athletics, Intimidation

**Saving Throws:** Constitution, Strength

**Vulnerabilities:** Fighting, Ground, Rock, Water

**Resistances:** Bug, Fairy, Fire, Flying, Normal, Ice, Poison

**Immunities:** None

**Intimidate:** Once per short rest, you can impose disadvantage on an enemy attack roll of your choice.

**Flash Fire:** This Pokémon takes no damage from fire or fire-type attacks. Instead, immediately after taking a hit from a fire-type move, or in open flames, double the STAB bonus on the next fire-type move.

### HIDDEN ABILITY

**Justified:** When this Pokémon is hit by a dark-type move, it gets advantage on its next attack.

**Evolution:** Growlithe can evolve into Arcanine at level 9 and above with the help of a Fire Stone. When it evolves, its health increases by double its level, and it gains 10 points to add to its ability scores (max 20).

### Moves

**Starting Moves:** Bite, Leer

**Level 2:** Ember, Howl, Rock Polish

**Level 6:** Flame Wheel, Rock Throw, Body Slam

**Level 10:** Fire Fang, Rock Slide, Roar

**Level 14:** Crunch, Stone Edge

**Level 18:** Double Edge, Flare Blitz, Heat Wave

**TM:** 05, 10, 11, 17, 20, 21, 27, 32, 35, 39, 42, 43, 44, 45, 46, 48, 50, 61, 71, 80, 87, 88, 90, 95, 100



## ARCANINE

Large Fire/Rock Type | Level 9 | SR 11

**Armor Class:** 16

**Hit Points:** 90

**Hit Dice:** d10

**Speed:** 30ft. walking

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	16 (+3)	6 (-2)	12 (+1)	10 (+0)

**Proficient Skills:** Athletics, Intimidation, Perception

**Saving Throws:** Constitution, Strength

**Vulnerabilities:** Fighting, Ground, Rock, Water

**Resistances:** Bug, Fairy, Fire, Flying, Normal, Ice, Poison

**Immunities:** None

**Intimidate:** Once per short rest, you can impose disadvantage on an enemy attack roll of your choice.

**Flash Fire:** This Pokémon takes no damage from fire or fire-type attacks. Instead, immediately after taking a hit from a fire-type move, or in open flames, double the STAB bonus on the next fire-type move.

### HIDDEN ABILITY

**Justified:** When this Pokémon is hit by a dark-type move, it gets advantage on its next attack.

### Moves

**Starting Moves:** Bite, Rock Throw, Body Slam, Leer, Ember, Howl, Flame Wheel, Rock Polish

**Level 10:** Fire Fang, Rock Slide, Roar

**Level 14:** Crunch, Stone Edge, Extreme Speed

**Level 18:** Accelerock, Flare Blitz, Iron Head

**TM:** 05, 10, 11, 17, 20, 21, 27, 32, 35, 38, 39, 42, 43, 44, 45, 46, 48, 50, 61, 71, 75, 78, 80, 87, 88, 90, 93, 95, 100



## VOLTORB

Tiny Electric/Grass Type / Level 1 / SR 1/2

**Armor Class:** 14

**Hit Points:** 18

**Hit Dice:** d6

**Speed:** 25ft. walking

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	12 (+1)	6 (-2)	10 (0)	12 (+1)

**Proficient Skills:** Intimidation

**Saving Throws:** Constitution

**Vulnerabilities:** Fire, Poison, Ice, Bug

**Resistances:** Water, Electric, Grass, Steel

**Immunities:** None

**Soundproof:** This Pokémon is immune to soundbased moves.

**Static:** When this Pokémon is hit by a melee attack, roll a d4. On a result of 4, the attacker takes an amount of electric damage equal to this Pokémon's proficiency bonus.

### HIDDEN ABILITY

**Aftermath:** This Pokémon deals damage to an attacker equal to half of the damage received when knocked out by a melee move.

**Evolution:** Voltorb can evolve into Electrode at level 8 and above with the help of a leaf stone. When it evolves, its health increases by double its level, and it gains 10 points to add to its ability scores (max 20).

### Moves

**Starting Moves:** Charge, Tackle

**Level 2:** Razor Leaf, Spark, Eerie Impulse

**Level 6:** Magical Leaf, Screech, Charge Beam

**Level 10:** Swift, Self-Destruct, Wild Charge

**Level 14:** Light Screen, Discharge, Grass Knot

**Level 18:** Fusion Bolt, Explosion, Leaf Storm, Thunder

**TM:** 04, 06, 10, 17, 21, 22, 24, 25, 27, 32, 42, 44, 45, 48, 49, 53, 72, 73, 87, 88, 90, 93, 99, 100

## ELECTRODE

Small Electric/Grass Type / Level 8 / SR 8

**Armor Class:** 17

**Hit Points:** 62

**Hit Dice:** d10

**Speed:** 45ft. walking

STR	DEX	CON	INT	WIS	CHA
14 (+2)	17 (+3)	15 (+2)	6 (-2)	12 (+1)	12 (+1)

**Proficient Skills:** Intimidation

**Saving Throws:** Constitution

**Vulnerabilities:** Fire, Poison, Ice, Bug

**Resistances:** Water, Electric, Grass, Steel

**Immunities:** None

**Soundproof:** This Pokémon is immune to soundbased moves.

**Static:** When this Pokémon is hit by a melee attack, roll a d4. On a result of 4, the attacker takes an amount of electric damage equal to this Pokémon's proficiency bonus.

### HIDDEN ABILITY

**Aftermath:** This Pokémon deals damage to an attacker equal to half of the damage received when knocked out by a melee move.

### Moves

**Starting Moves:** Charge, Razor Leaf, Spark, Eerie Impulse, Magical Leaf, Screech, Charge Beam

**Level 10:** Energy Ball, Swift, Self-Destruct, Thunderbolt, Wild Charge

**Level 14:** Light Screen, Discharge, Grass Knot, Electro Ball

**Level 18:** Fusion Bolt, Explosion, Leaf Storm, Thunder

**TM:** 04, 06, 10, 17, 21, 22, 24, 25, 27, 32, 42, 44, 45, 48, 49, 53, 72, 73, 87, 88, 90, 93, 99, 100



## TYPHLOSION

Medium Fire Type | Level 10 / SR 13

**Armor Class:** 16

**Hit Points:** 87

**Hit Dice:** d12

**Speed:** 30ft. walking

STR	DEX	CON	INT	WIS	CHA
17 (+3)	20 (+5)	12 (+1)	6 (-2)	14 (+2)	12 (+1)

**Proficient Skills:** Athletics, Persuasion

**Saving Throws:** Dexterity, Strength

**Vulnerabilities:** Dark, Ghost, Ground, Rock, Water

**Resistances:** Bug, Dark, Rock

**Immunities:** Fighting, Normal

**Blaze:** When this Pokémon falls below 25% of its maximum HP, double the STAB damage for its fire-type moves.

### HIDDEN ABILITY

**Flash Fire:** This Pokémon takes no damage from fire a hit from a fire-type move, or in open flames, double the STAB bonus on the fire-type move.

## Moves

**Starting Moves:** Ember, Hex, Leer, Smokescreen, Tackle, Quick Attack, Flame Wheel, Defense Curl, Swift, Ominous Wind

**Level 14:** Infernal Parade, Shadow Claw, Mystical Fire, Iron Tail

**Level 18:** Inferno, Shadow Ball, Flamethrower, Hyper Beam

**TM:** 01, 06, 10, 11, 15, 17, 19, 21, 27, 31, 32, 38, 40, 42, 44, 45, 48, 51, 59, 61, 68, 75, 77, 87, 88, 90, 100



## QWILFISH

Tiny Water/Dark Type | Level 5 / SR 5

**Armor Class:** 14

**Hit Points:** 35

**Hit Dice:** d8

**Speed:** 5ft. walking, 30ft. swimming

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	14 (+2)	6 (-2)	10 (+0)	8 (-1)

**Proficient Skills:** Intimidation, Survival

**Saving Throws:** Dexterity

**Vulnerabilities:** Ground

**Resistances:** Dark, Ghost, Grass, Poison

**Immunities:** Psychic

**Poison Point:** When this Pokémon is hit with a melee attack, roll a 1d4. On a result of 4, the attacker takes an amount of poison damage equal to this Pokémon's proficiency modifier.

**Swift Swim:** This Pokémon's swim speed is doubled in rainy conditions.

### HIDDEN ABILITY

**Intimidate:** Once per short rest, you can impose disadvantage on an enemy attack roll of your choice.

**Evolution:** Qwilfish can evolve into Overqwil at level 10 after getting 10 successful hits with Barb Barrage. When it evolves, its health increases by double its level, and it gains 10 points to add to its ability scores (max 20).

## Moves

**Starting Moves:** Poison Sting, Spikes, Tackle, Water Gun, Harden, Minimize

**Level 6:** Pin Missile, Toxic Spikes, Water Pulse

**Level 10:** Barb Barrage, Poison Jab, Aqua Tail

**Level 14:** Self-Destruct, Sludge Bomb

**Level 18:** Feint, Dark Pulse, Double-Edge

**TM:** 01, 06, 10, 11, 15, 17, 21, 27, 30, 34, 36, 46, 64, 66, 75, 87, 88, 90, 100

**Egg Moves:** Acid Spray, Aqua Jet, Astonish, Brine, Bubble Beam, Flail, Ice Ball, Rest, Signal Beam, Supersonic, Swift

# OVERQWIL #904

Medium Dark/Poison Type | Level 10 / SR 12

Armor Class 16

Hit Points 102

Hit Dice d10

Speed 5ft. walking, 40ft. swimming

STR	DEX	CON	INT	WIS	CHA
18 (+3)	16 (+2)	14 (+4)	6 (-2)	12 (+1)	8 (-1)

**Proficient Skills:** Intimidation, Survival

**Saving Throws:** Dexterity

**Vulnerabilities:** Ground

**Resistances:** Dark, Ghost, Grass, Poison

**Immunities:** Psychic

**Poison Point:** When this Pokémon is hit with a melee attack, roll a 1d4. On a result of 4, the attacker takes an amount of poison damage equal to this Pokémon's proficiency modifier.

**Swift Swim:** This Pokémon's swim speed is doubled in rainy conditions.

## HIDDEN ABILITY

**Intimidate:** Once per short rest, you can impose disadvantage on an enemy attack roll of your choice.

## Moves

**Starting Moves:** Poison Sting, Spikes, Tackle, Water Gun, Harden, Minimize, Pin Missile, Toxic Spikes, Water Pulse

**Level 10:** Barb Barrage, Poison Jab, Aqua Tail

**Level 14:** Self-Destruct, Sludge Bomb, Icy Wind

**Level 18:** Feint, Dark Pulse, Double-Edge

**TM:** 01, 06, 10, 11, 15, 17, 21, 27, 30, 34, 36, 46, 55, 64, 66, 75, 87, 88, 90, 94, 97, 98, 100



# SNEASEL

Small Fighting/Poison Type | Level 5 / SR 4

Armor Class: 15

Hit Points: 42

Hit Dice: d8

Speed: 25ft. walking, 30ft. climbing

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	10 (0)	6 (-1)	12 (+1)	10 (0)

**Proficient Skills:** Athletics, Acrobatics

**Saving Throws:** Dexterity, Strength

**Vulnerabilities:** Flying, Ground, Psychic

**Resistances:** Bug, Dark, Fighting, Grass, Rock, Poison

**Senses:** Darkvision 40ft.

**Inner Focus:** This Pokémon is immune to flinching.

**Keen Eye:** This Pokémon ignores disadvantage when it relates to sight.

## HIDDEN ABILITY

**Pickpocket:** As a bonus action, this Pokémon can make a DEX check contested by the opponent's WIS to attempt to steal a held item. After the first attempt, all other attempts against the same opponent are rolled at disadvantage.

**Evolution:** Sneasel can evolve into Sneasler at level 10 and while holding a razor claw in daylight. When it evolves, its health increases by double its level, and it gains 12 points to add to its ability scores (max 20).

## Moves

**Starting Moves:** Quick Attack, Rock Smash, Swift, Leer, Poison Sting

**Level 6:** Poison Jab, False Swipe, Focus Energy

**Level 10:** Slash, Bulk Up, Cross Chop

**Level 14:** Dynamic Punch, Cross Poison

**Level 17:** Snarl, Drain Punch, Close Combat, Poison Tail

**TM:** 04, 06, 10, 11, 12, 17, 21, 27, 30, 31, 46, 56, 63, 65, 66, 81, 85, 87, 88, 90, 97, 100



## SNEASLER #903

Medium Fighting/Poison Type / Level 10 / SR 12

**Armor Class:** 15

**Hit Points:** 42

**Hit Dice:** d8

**Speed:** 25ft. walking, 30ft. climbing

STR	DEX	CON	INT	WIS	CHA
20 (+5)	17 (+3)	16 (+3)	6 (-2)	12 (+1)	10 (0)

**Proficient Skills:** Athletics, Acrobatics

**Saving Throws:** Dexterity, Strength

**Vulnerabilities:** Flying, Ground, Psychic

**Resistances:** Bug, Dark, Fighting, Grass, Rock, Poison

**Senses:** Darkvision 80ft.

**Inner Focus:** This Pokémon is immune to flinching.

**Keen Eye:** This Pokémon ignores disadvantage when it relates to sight.

### HIDDEN ABILITY

**Pickpocket:** As a bonus action, this Pokémon can make a DEX check contested by the opponent's WIS to attempt to steal a held item. After the first attempt, all other attempts against the same opponent are rolled at disadvantage.

### Moves

**Starting Moves:** Quick Attack, Rock Smash, Swift, Leer, Poison Sting, Poison Jab, False Swipe, Focus Energy, Slash, Bulk Up, Cross Chop

**Level 14:** Dynamic Punch, Cross Poison, Snarl

**Level 17:** Drain Punch, Close Combat, Poison Tail

**TM:** 04, 06, 10, 11, 12, 15, 17, 21, 27, 30, 31, 46, 47, 56, 63, 65, 66, 68, 81, 85, 87, 88, 90, 97, 100

## SAMUROTT

Medium Water/Dark Type / Level 10 / SR 13

**Armor Class:** 15

**Hit Points:** 96

**Hit Dice:** d12

**Speed:** 30ft. walking, 30ft. swimming

STR	DEX	CON	INT	WIS	CHA
18 (+4)	17 (+3)	15 (+2)	6 (-2)	13 (+1)	12 (+1)

**Proficient Skills:** Athletics, Intimidation

**Saving Throws:** Dexterity, Strength

**Vulnerabilities:** Bug, Electric, Grass, Fairy, Fighting

**Resistances:** Dark, Fire, Ghost, Ice, Steel, Water

**Immunities:** Psychic

**Torrent:** When this Pokémon falls below 25% of its maximum hp, double the STAB damage for its water-type moves.

### HIDDEN ABILITY

**Shell Armor:** This Pokémon is immune to extra damage dealt by a Critical Hit.

### Moves

**Starting Moves:** Megahorn, Slash, Tackle, Tail Whip, Aqua Jet, Focus Energy, Razor Shell, Water Pulse, Night Slash

**Level 14:** Ceaseless Edge, Aqua Tail, Dark Pulse

**Level 18:** Ice Beam, Retaliate, Swords Dance, Hydro Pump

**TM:** 01, 06, 07, 10, 12, 14, 15, 17, 18, 21, 27, 32, 40, 42, 44, 45, 46, 48, 54, 55, 66, 67, 68, 75, 81, 87, 88, 90, 94, 95, 98, 100



## LILLIGANT

Small Grass/Fighting Type | Level 5 | SR 9

**Armor Class:** 16

**Hit Points:** 55

**Hit Dice:** d10

**Speed:** 35ft. walking

STR	DEX	CON	INT	WIS	CHA
15 (+2)	15 (+2)	17 (+3)	6 (-2)	10 (0)	12 (+1)

**Proficient Skills:** Acrobatics, Performance

**Saving Throws:** Constitution

**Vulnerabilities:** Fairy, Fire, Flying, Ice, Poison, Psychic

**Resistances:** Dark, Electric, Grass, Ground, Rock, Water

**Chlorophyll:** This Pokémon's speed is doubled in harsh sunlight.

**Own Tempo:** This Pokémon is immune to becoming confused.

### HIDDEN ABILITY

**Leaf Guard:** This Pokémon does not suffer from any negative status ailments in harsh sunlight.

## Moves

**Starting Moves:** Growth, Leech Seed, Mega Drain, Absorb, Rock Smash, Focus Energy

**Level 6:** Leafage, Stun Spore, Poison Powder

**Level 10:** Sleep Powder, Drain Punch, Victory Dance

**Level 14:** Energy Ball, Leaf Blade

**Level 18:** Petal Dance, Close Combat

**TM:** 01, 06, 10, 11, 15, 16, 17, 20, 21, 22, 27, 31, 32, 40, 42, 44, 45, 48, 68, 75, 84, 85, 86, 87, 88, 90, 96, 100



## BASCULIN

Small Water Type | Level 5 | SR 7

**Armor Class:** 14

**Hit Points:** 38

**Hit Dice:** d8

**Speed:** 5ft. walking, 30ft. swimming

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	15 (+2)	6 (-2)	10 (+0)	10 (+0)

**Proficient Skills:** Intimidation

**Saving Throws:** Dexterity

**Vulnerabilities:** Electric, Grass

**Resistances:** Fire, Ice, Steel, Water

**Reckless:** When attacking with moves with recoil damage, this Pokémon doubles its STAB bonus.

**Adaptability:** When this Pokémon uses a move of its own type, it may roll the damage twice and choose either total.

### HIDDEN ABILITY

**Mold Breaker:** This Pokémon's moves ignore any abilities or moves that would lessen their effect or ability to hit an opponent (Due to things like Water Absorb, Snow Cloak, Thick Fat, etc.)

**Evolution:** Basculon can evolve into Basculegion at level 10 and above after taking 50 recoil damage total. When it evolves, its health increases by double its level, and it gains 13 points to add to its ability scores (max 20).

## Moves

**Starting Moves:** Tackle, Tail Whip, Water Gun, Uproar, Headbutt, Bite, Aqua Jet, Chip Away, Crunch, Zen Headbutt, Swift

**Level 10:** Wave Crash, Double-Edge

**Level 14:** Flail, Final Gambit

**Level 18:** Thrash, Head Smash

**TM:** 06, 07, 10, 12, 13, 17, 18, 21, 27, 32, 42, 44, 45, 48, 55, 87, 88, 90, 94, 98, 100

**Egg Moves:** Agility, Brine, Bubble Beam, Mud Shot, Muddy Water, Rage, Revenge, Swift, Whirlpool

## BASCULEGION #902

Large Water/Ghost Type | Level 10 | SR 14

**Armor Class:** 16

**Hit Points:** 122

**Hit Dice:** d12

**Speed:** 5ft. walking, 40ft. swimming

STR	DEX	CON	INT	WIS	CHA
18 (+4)	20 (+5)	16 (+3)	6 (-2)	10 (+0)	10 (+0)

**Proficient Skills:** Intimidation

**Saving Throws:** Dexterity

**Vulnerabilities:** Dark, Electric, Ghost, Grass

**Resistances:** Bug, Fire, Ice, Poison, Steel, Water

**Immunities:** Fighting, Normal

**Reckless:** When attacking with moves with recoil damage, this Pokémon doubles its STAB bonus.

**Adaptability:** When this Pokémon uses a move of its own type, it may roll the damage twice and choose either total.

### HIDDEN ABILITY

**Mold Breaker:** This Pokémon's moves ignore any abilities or moves that would lessen their effect or ability to hit an opponent (Due to things like Water Absorb, Snow Cloak, Thick Fat, etc.)

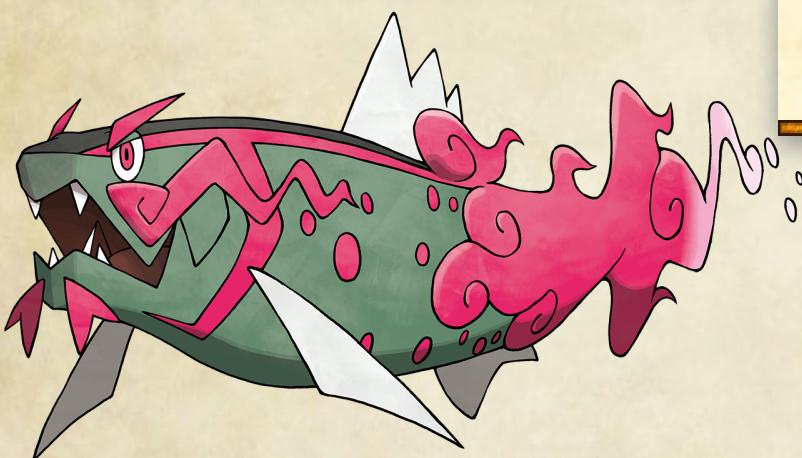
### Moves

**Starting Moves:** Tackle, Tail Whip, Water Gun, Uproar, Headbutt, Bite, Aqua Jet, Chip Away, Crunch, Zen Headbutt, Swift, Wave Crash, Double-Edge

**Level 14:** Shadow Ball, Water Pulse, Hex

**Level 18:** Thrash, Ice Beam

**TM:** 01, 07, 10, 12, 15, 17, 18, 21, 27, 29, 32, 42, 44, 45, 46, 48, 55, 68, 87, 88, 94, 97, 98, 100



## ZORUA

Small Normal/Ghost Type | Level 1 | SR 1

**Armor Class:** 12

**Hit Points:** 14

**Hit Dice:** d6

**Speed:** 30ft. walking

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	11 (+0)	6 (-2)	14 (+2)	10 (0)

**Proficient Skills:** Deception

**Saving Throws:** Dexterity, Wisdom

**Vulnerabilities:** Dark

**Resistances:** Bug, Poison

**Immunities:** Fighting, Ghost, Normal

**Illusion:** This Pokémon can take the visual form of any Pokémon it can see. It can do this a number of times per long rest equal to its level. This illusion lasts for one hour or until the Pokémon is hit by a damaging move.

**Evolution:** Zorua can evolve into Zoroark at level 8 and above. When it evolves, its health increases by double its level, and it gains 15 points to add to its ability scores (max 20).

### Moves

**Starting Moves:** Leer, Scratch

**Level 2:** Pursuit, Shadow Sneak

**Level 6:** Swift, Snarl, Calm Mind

**Level 10:** Bitter Malice, Shadow Claw, Slash

**Level 14:** Shadow Ball, Nasty Plot

**Level 18:** Sludge Bomb, Dark Pulse, Shadow Force

**TM:** 04, 05, 06, 10, 11, 12, 17, 18, 21, 27, 32, 40, 41, 42, 44, 45, 46, 48, 56, 63, 66, 75, 77, 84, 87, 88, 89, 90, 100

**Egg Moves:** Aerial Ace, Captivate, Copycat, Detect, Extrasensory, Memento, Snatch, Spectral Thief, Spite, Sucker Punch





## ZOROARK

Medium Normal/Ghost Type | Level 8 / SR 12

**Armor Class:** 15

**Hit Points:** 66

**Hit Dice:** d10

**Speed:** 40ft. walking

STR	DEX	CON	INT	WIS	CHA
15 (+2)	18 (+4)	14 (+2)	6 (-2)	18 (+4)	12 (+1)

**Proficient Skills:** Deception, Intimidation

**Saving Throws:** Dexterity, Wisdom

**Vulnerabilities:** Dark

**Resistances:** Bug, Poison

**Immunities:** Fighting, Ghost, Normal

**Illusion:** This Pokémon can take the visual form of any Pokémon it can see. It can do this a number of times per long rest equal to its level. This illusion lasts for one hour or until the Pokémon is hit by a damaging move.

## Moves

**Starting Moves:** Leer, Scratch, Pursuit, Shadow Sneak, Swift, Snarl, Calm Mind, Rock Smash, Ominous Wind

**Level 10:** Bitter Malice, Shadow Claw, Slash

**Level 14:** Shadow Ball, Nasty Plot

**Level 18:** Sludge Bomb, Dark Pulse, Shadow Force

**TM:** 04, 05, 06, 10, 11, 12, 15, 17, 18, 21, 27, 32, 35, 40, 41, 42, 44, 45, 46, 48, 56, 63, 66, 68, 75, 77, 84, 87, 88, 89, 90, 100

## BRAVIARY

Medium Psychic/Flying Type | Level 8 / SR 12

**Armor Class:** 15

**Hit Points:** 112

**Hit Dice:** d12

**Speed:** 25ft. walking, 30ft. flying

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	18 (+4)	6 (-2)	17 (+3)	10 (+0)

**Proficient Skills:** Arcana, Perception

**Saving Throws:** Constitution, Dexterity

**Vulnerabilities:** Dark, Electric, Ghost, Ice, Rock

**Resistances:** Grass, Fighting, Psychic

**Immunities:** Ground

**Keen Eye:** This Pokémon ignores disadvantage when it relates to sight.

**Sheer Force:** This Pokémon adds its proficiency bonus to damage rolls while poisoned, burned, confused, or paralyzed.

## HIDDEN ABILITY

**Defiant:** When this Pokémon is subject to a move that gives it a status condition, it has advantage on the next attack.

## Moves

**Starting Moves:** Twister, Leer, Peck, Slash, Wing Attack, Hone Claws, Scary Face, Ominous Wind

**Level 10:** Aerial Ace, Shadow Claw, Esper Wing

**Level 14:** Double-Edge, Air Slash, Zen Headbutt

**Level 18:** Psychic, Whirlwind, Brave Bird, Hurricane

**TM:** 01, 06, 08, 10, 11, 15, 17, 18, 19, 21, 27, 32, 42, 44, 45, 48, 58, 68, 76, 77, 80, 87, 88, 89, 90, 99, 100



## SLIGGOO

Small Steel/Dragon Type | Level 8 / SR 10

**Armor Class:** 15

**Hit Points:** 76

**Hit Dice:** d8

**Speed:** 25ft. walking

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	17 (+3)	6 (-2)	12 (+1)	10 (+0)

**Proficient Skills:** Nature, Survival

**Saving Throws:** Constitution

**Vulnerabilities:** Fighting, Ground

**Resistances:** Bug, Electric, Flying, Grass, Normal, Psychic, Rock, Steel, Water

**Immunities:** Poison

**Sap Sipper:** This Pokémon takes no damage from grass-type attacks. If hit by a grass type move, it takes no damage and instead absorbs the energy, granting advantage on its next attack.

**Hydration:** This Pokémon is unaffected by negative status ailments in water or during rainy conditions.

### HIDDEN ABILITY

**Gooley:** When this Pokémon is hit with a melee attack, roll 1d4. On a result of 4, the attacker's speed is reduced to 0 until the end of its next turn.

**Evolution:** Sliggoo can evolve into Goodra at level 14 and above, only when it is raining. When it evolves, its health increases by double its level, and it gains 12 points to add to its ability scores (max 20).

### Moves

**Starting Moves:** Bubble, Tackle, Protect, Bide, Dragon Breath, Acid Spray

**Level 10:** Acid Armor, Water Pulse, Shelter

**Level 14:** Iron Head, Dragon Pulse

**Level 18:** Hydro Pump, Iron Tail, Outrage

**TM:** 04, 06, 10, 17, 18, 20, 21, 24, 27, 32, 39, 42, 44, 45, 48, 63, 66, 77, 80, 85, 87, 88, 90, 92, 100



## GOODRA

Medium Steel/Dragon Type | Level 10 / SR 14

**Armor Class:** 19

**Hit Points:** 128

**Hit Dice:** d12

**Speed:** 25ft. walking

STR	DEX	CON	INT	WIS	CHA
20 (+5)	13 (+1)	20 (+5)	6 (-2)	14 (+2)	10 (+0)

**Proficient Skills:** Nature, Survival

**Saving Throws:** Constitution

**Vulnerabilities:** Fighting, Ground

**Resistances:** Bug, Electric, Flying, Grass, Normal, Psychic, Rock, Steel, Water

**Immunities:** Poison

**Sap Sipper:** This Pokémon takes no damage from grass-type attacks. If hit by a grass type move, it takes no damage and instead absorbs the energy, granting advantage on its next attack.

**Hydration:** This Pokémon is unaffected by negative status ailments in water or during rainy conditions.

### HIDDEN ABILITY

**Gooley:** When this Pokémon is hit with a melee attack, roll 1d4. On a result of 4, the attacker's speed is reduced to 0 until the end of its next turn.

### Moves

**Starting Moves:** Bubble, Tackle, Protect, Bide, Dragon Breath, Acid Spray, Acid Armor, Water Pulse, Shelter

**Level 14:** Iron Head, Dragon Pulse, Outrage

**Level 18:** Hydro Pump, Iron Tail, Draco Meteor

**TM:** 04, 06, 10, 13, 15, 17, 18, 20, 21, 24, 27, 32, 25, 39, 42, 44, 45, 48, 63, 66, 68, 77, 80, 85, 87, 88, 90, 92, 100

## AVALUGG

Medium Ice/Rock Type | Level 8 / SR 13

**Armor Class:** 20

**Hit Points:** 93

**Hit Dice:** d12

**Speed:** 30ft. walking

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	17 (+3)	6 (-2)	10 (+0)	10 (+0)

**Proficient Skills:** Survival

**Saving Throws:** Constitution, Strength

**Vulnerabilities:** Fighting, Grass, Ground, Rock, Steel, Water

**Resistances:** Flying, Ice, Normal, Poison

**Own Tempo:** This Pokémon is immune to becoming confused.

**Ice Body:** While it is snowing or hailing, this Pokémon heals for an amount of HP equal to its proficiency modifier at the end of each of its turns.

### HIDDEN ABILITY

**Sturdy:** When taking damage equal to half or more of your current HP, roll a d4. On a result of 3 of 4, halve the damage dealt.

## Moves

**Starting Moves:** Bite, Body Slam, Harden, Iron Defense, Tackle, Powder Snow, Icy Wind, Take Down, Sharpen, Ice Ball

**Level 10:** Mountain Gale, Ice Shard, Bulldoze

**Level 14:** Crunch, Earth Power, Blizzard

**Level 18:** Stone Edge, Double-Edge, High Horsepower, Crunch

**TM:** 05, 07, 08, 10, 13, 15, 17, 18, 20, 21, 26, 27, 32, 39, 42, 44, 45, 48, 68, 69, 78, 79, 80, 87, 88, 90, 91, 94, 100



## DECIDUEYE

Medium Grass/Fighting Type | Level 10 / SR 13

**Armor Class:** 16

**Hit Points:** 124

**Hit Dice:** d12

**Speed:** 30ft. walking

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	18 (+4)	6 (-2)	12 (+1)	10 (+0)

**Proficient Skills:** Athletics, Nature

**Saving Throws:** Strength, Wisdom

**Vulnerabilities:** Fairy, Fire, Flying, Ice, Poison, Psychic

**Resistances:** Dark, Electric, Grass, Ground, Rock, Water

**Overgrow:** This Pokémon doubles its STAB bonus when it has 25% or less of its maximum health.

### HIDDEN ABILITY

**Long Reach:** This Pokémon has an additional 5 feet of reach with all melee attacks and Attacks of Opportunity.

## Moves

**Starting Moves:** Growl, Gust, Leafage, Peck, Roost, Tackle, Rock Smash, Bulk Up, Razor Leaf, Aerial Ace, Foresight, Pluck, Synthesis, Magical Leaf, Aura Sphere

**Level 14:** Triple Arrows, Air Slash

**Level 18:** Leaf Blade, Leaf Storm, Brave Bird, Psycho Cut

**TM:** 01, 10, 11, 15, 20, 21, 22, 23, 27, 31, 32, 42, 44, 47, 48, 53, 54, 65, 68, 75, 86, 87, 88, 89, 90, 96, 100

## WYRDEER #899

Medium Normal/Psychic Type / Level 10 / SR 12

**Armor Class:** 16

**Hit Points:** 72

**Hit Dice:** d10

**Speed:** 35ft. walking

STR	DEX	CON	INT	WIS	CHA
15 (+2)	17 (+3)	12 (+1)	6 (-2)	12 (+1)	10 (+0)

**Proficient Skills:** Athletics, Intimidation

**Saving Throws:** Dexterity

**Vulnerabilities:** Bug, Dark

**Resistances:** Psychic

**Immunities:** Ghost

**Intimidate:** Once per short rest, you can impose disadvantage on an enemy attack roll of your choice.

**Frisk:** Upon entering a battle, a single opponent's held item is revealed, if it has one.

### HIDDEN ABILITY

**Sap Sipper:** This Pokémon takes no damage from grass-type attacks. If hit by a grass type move, it takes no damage and instead absorbs the energy, granting advantage on its next attack.

## Moves

**Starting Moves:** Tackle, Leer, Astonish, Hypnosis, Stomp, Sand Attack, Take Down, Hypnosis, Confuse Ray, Calm Mind, Zen Headbutt

**Level 14:** Psyshield Bash, Extrasensory

**Level 18:** Iron Tail, Double-Edge, Psychic

**TM:** 01, 03, 04, 05, 10, 11, 16, 17, 18, 21, 24, 25, 26, 27, 30, 32, 33, 42, 44, 45, 48, 53, 57, 68, 73, 77, 78, 85, 87, 88, 90, 92, 93, 100



## KLEAVOR #900

Medium Bug/Flying Type / Level 15 / SR 15

**Armor Class:** 17

**Hit Points:** 96

**Hit Dice:** d12

**Speed:** 30ft. walking

STR	DEX	CON	INT	WIS	CHA
20 (+5)	18 (+4)	12 (+1)	6 (-2)	12 (+1)	8 (-1)

**Proficient Skills:** Acrobatics, Athletics

**Saving Throws:** Dexterity, Strength

**Vulnerabilities:** Steel, Rock, Water

**Resistances:** Normal, Poison

**Swarm:** This Pokémon doubles its STAB bonus when it has 25% or less of its maximum health.

**Technician:** For damaging moves activated by this Pokémon with 15 max PP or more, they may roll the damage twice and choose either total.

### HIDDEN ABILITY

**Steadfast:** Once per long rest, when this Pokémon fails a saving throw against a negative condition, it can choose to pass instead.

## Moves

**Starting Moves:** Leer, Quick Attack, Vacuum Wave, Focus Energy, Silver Wind, False Swipe, Agility, Wing Attack, Fury Cutter, Slash,

**Level 14:** Stone Axe, Air Slash, Swords Dance

**Level 18:** X-Scissor, Close Combat, Rock Slide,

**TM:** 01, 08, 10, 11, 15, 16, 17, 20, 21, 27, 31, 32, 40, 42, 44, 45, 48, 54, 59, 68, 69, 71, 75, 81, 87, 88, 89, 90, 100

# URSALUNA #901

Large Ground/Normal Type | Level 12 / SR 12

**Armor Class:** 17

**Hit Points:** 122

**Hit Dice:** d12

**Speed:** 30ft. walking, 15ft. climbing

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	18 (+4)	6 (-2)	12 (+1)	10 (+0)

**Proficient Skills:** Arcana, Insight, Intimidation

**Saving Throws:** Constitution, Strength

**Vulnerabilities:** Fighting, Grass, Ice, Water

**Resistances:** Poison, Rock

**Immunities:** Electric, Ghost

**Guts:** When this Pokémon is burned or poisoned, they are not affected by the disadvantage or reduced damage effects. They still take damage at the end of each of their turns.

**Quick Feet:** When suffering from a negative status condition, this Pokémon's speed increases by 15 ft.

## HIDDEN ABILITY

**Unnerve:** Opponents in combat with this Pokémon cannot eat held berries.

## Moves

**Starting Moves:** Covet, Fake Tears, Leer, Lick, Scratch, Fury Swipes, Play Nice, Feint Attack, Sweet Scent, Slash, Bulldoze, Swift

**Level 14:** Play Rough, High Horsepower, Headlong Rush

**Level 18:** Double-Edge, Earth Power

**TM:** 01, 05, 08, 10, 11, 12, 15, 17, 21, 26, 27, 32, 39, 40, 41, 42, 44, 45, 46, 48, 56, 65, 66, 68, 69, 71, 75, 80, 87, 88, 90, 100



# ENAMORUS #905

Medium Fairy/Flying Type | Level 15 / SR 14

**Armor Class:** 16

**Hit Points:** 246

**Hit Dice:** d12

**Speed:** 50ft. flying

STR	DEX	CON	INT	WIS	CHA
15 (+2)	20 (+5)	16 (+3)	6 (-2)	18 (+4)	16 (+3)

**Proficient Skills:** Athletics, Acrobatics, Nature

**Saving Throws:** Dexterity, Strength, Wisdom

**Vulnerabilities:** Electric, Ice, Poison, Rock, Steel

**Resistances:** Bug, Dark, Fighting, Grass

**Immunities:** Dragon, Ground

**Senses:** Darkvision 100ft, Truesight 100ft

**Healer:** As an action, this Pokémon may touch a creature to heal poison, burn, or paralysis. When it uses this ability, roll a d4. On the a result of 1 or 2, the status effect is moved to itself.

## HIDDEN ABILITY

**Contrary:** Moves that directly increase or decrease this Pokémon's stats have the opposite effect. This ability has no effect on moves that would "swap" or "average" stats with a target like Heart Swap, Guard Split, etc.

**Form Change:** Enamorus' default form is Incarnate Forme. When given a Reveal Glass to hold, it can change to Therian Forme at will. In Therian Forme, its abilities are replaced with Overcoat.

## Moves

**Starting Moves:** Bite, Twister, Draining Kiss, Iron Defense, Extrasensory, Crunch, Springtide Storm

**Level 18:** Moon Blast, Play Rough, Dazzling Gleam, Psychic, Mystical Fire, Zen Headbutt, Power Shift

**TM:** 06, 08, 10, 12, 15, 17, 18, 21, 23, 24, 25, 27, 31, 32, 34, 36, 41, 42, 44, 45, 46, 48, 52, 56, 57, 58, 59, 63, 66, 67, 68, 72, 73, 76, 86, 87, 88, 89, 90, 91, 93, 97, 100

## DIALGA: ORIGIN FORME

Huge Steel/Dragon Type | Level 20 | SR 15

**Armor Class:** 20

**Hit Points:** 550

**Hit Dice:** d20

**Speed:** 80ft. walking, 80ft. flying

STR	DEX	CON	INT	WIS	CHA
22 (+6)	19 (+4)	22 (+6)	20 (+5)	24 (+7)	16 (+3)

**Proficient Skills:** All Skills

**Saving Throws:** Intelligence, Strength, Wisdom

**Vulnerabilities:** Fighting, Ground

**Resistances:** Bug, Electric, Flying, Grass, Normal, Psychic, Rock, Steel, Water

**Immunities:** Poison

**Senses:** Darkvision 100ft, Truesight 100ft

**Pressure:** Any move targeting this Pokémon directly (non-area of effect moves) reduces its PP by two when activated.

### HIDDEN ABILITY

**Telepathy:** This Pokémon cannot be damaged by its allies' attacks.

## Moves

**Starting Moves:** Dragon Breath, Scary Face, Metal Claw, Ancient Power, Slash, Power Gem, Metal Burst, Dragon Claw, Earth Power, Aura Sphere, Iron Tail, Roar of Time, Flash Cannon

**TM:** 02, 05, 06, 08, 10, 11, 13, 14, 15, 17, 18, 20, 21, 24, 25, 26, 27, 31, 32, 35, 37, 38, 39, 40, 42, 44, 48, 49, 50, 65, 68, 71, 73, 77, 78, 80, 82, 87, 88, 90, 91, 92, 100



## PALKIA: ORIGIN FORME

Huge Water/Dragon Type | Level 20 | SR 15

**Armor Class:** 20

**Hit Points:** 505

**Hit Dice:** d20

**Speed:** 80ft. walking, 80ft. flying

STR	DEX	CON	INT	WIS	CHA
22 (+6)	22 (+6)	19 (+4)	20 (+5)	24 (+7)	16 (+3)

**Proficient Skills:** All Skills

**Saving Throws:** Intelligence, Strength, Wisdom

**Vulnerabilities:** Dragon, Fairy

**Resistances:** Fire, Steel, Water

**Senses:** Darkvision 100ft, Truesight 100ft

**Pressure:** Any move targeting this Pokémon directly (non-area of effect moves) reduces its PP by two when activated.

### HIDDEN ABILITY

**Telepathy:** This Pokémon cannot be damaged by its allies' attacks.

## Moves

**Starting Moves:** Dragon Breath, Scary Face, Water Pulse, Ancient Power, Slash, Power Gem, Aqua Ring, Dragon Claw, Earth Power, Aura Sphere, Aqua Tail, Spacial Rend, Hydro Pump

**TM:** 02, 05, 06, 07, 08, 10, 11, 13, 14, 15, 17, 18, 20, 21, 24, 25, 26, 27, 31, 32, 35, 37, 38, 39, 40, 42, 44, 48, 49, 52, 56, 65, 68, 71, 73, 77, 78, 80, 82, 87, 88, 90, 92, 94, 100



# OTHER IMPORTANT INFO:

## NEW POKÉ BALLS HAVE BEEN DISCOVERED!

Thanks to recent discoveries of ancient Poké Balls, some shops have taken to selling them! Ancient Poké Balls, Great Balls, and Ultra Balls function as normal but look different aesthetically. However, some more Poké Balls have been added to the line up for your catching pleasure! In addition, some new items for evolving Pokémon have been added for your convenience.

Item	Description	Price
Heavy Ball	A ball that is too heavy to fly high or far, but it is highly effective if you manage to hit an unsuspecting Pokémon. Grants a +3 to catching a Pokémon when throwing the ball from within 30ft of them.	₱220
Leaden Ball	An improvement on the original Heavy Ball design. A ball that is too heavy to fly high or far, but it is highly effective if you manage to hit an unsuspecting Pokémon. Grants a +6 to catching a Pokémon when throwing the ball from within 20ft of them.	₱420
Gigaton Ball	The ultimate iteration of the Heavy Ball. A ball that is too heavy to fly high or far, but it is highly effective if you manage to hit an unsuspecting Pokémon. Grants +3 to catching a Pokémon, along with advantage, when throwing the ball from within 10ft of them.	₱1020
Feather Ball	A ball that flies fast and true—ideal for catching nimble Pokémon or Pokémon that fly high in the air. Grants a +3 to catching a flying/fleeing Pokémon when throwing the ball from 30ft away or further.	₱220
Wing Ball	An improvement on the original Feather Ball design. A ball that flies fast and true—ideal for catching nimble Pokémon or Pokémon that fly high in the air. Grants a +6 to catching a flying/fleeing Pokémon when throwing the ball from 45ft away or further.	₱420
Jet Ball	The ultimate iteration of the Feather Ball. A ball that flies fast and true—ideal for catching nimble Pokémon or Pokémon that fly high in the air. Grants +3 to catching a flying/fleeing Pokémon, along with advantage, when throwing the ball from 60ft away or further.	₱1020
Origin Ball	An incredibly rare Poké Ball that can be used to catch the wildest and frenzied Pokémon throughout the region. It is made of a strange, almost mystical crystal found deep within abandoned mines. Grants +15 to catching any Pokémon as well as advantage.	Not Sold
Strange Ball	The only newly discovered Poké Ball to match the modern style of Poké Balls. Besides its light green cascading pattern, not much is known about this mystery Poké Ball.	Not Sold



## ANCIENT EVOLUTION ITEMS HAVE BEEN DISCOVERED!

With the recent uncovering of the Hisui Region, many new items have been found that can help Pokémon evolve into their primitive forms!

**Please Note:** I have created some of these items so that a Dungeon Master can easily allow for evolving Pokémons into their Hisuian Forms since in *Pokémon: Legends Arceus* they only evolved via standard level up. You don't need to use these items, but they are here to make things easier for your Pokémons 5e experience. These items will be denoted in "Quotation Marks".

Item	Description
Black Augurite	A glassy black stone that produces a sharp cutting edge when split. It's used to evolve Syther into Kleavor.
Peat Block	A block of muddy material that can be used as fuel for burning when it is dried. It's used to evolve Ursaing into Ursaluna.
Updated: Razor Claw	A strange metallic shard that is extremely sharp to the touch. Besides its previous effects it also used to evolve Hisuian Sneasel to Sneasler during the daytime.
"Tainted Iron"	A piece of Iron Chunk that appears to have some of its luster dulled due to the harsh elements it has endured. Used to evolve Goomy into Hisuian Sligoo at level 10 and above.
"Cracked Talon"	The talon of an ancient Pokémon that seems to have cracked due to years of pressure from the surrounding soil it was dug up from. Used to evolve Rufflet into Hisuian Braviary at level 10 and above.
"Ancient Leaf Stone"	Unlike the Leaf Stones of today, this one appears to have a completely different pattern of leaf. It is reminiscent of the leaf of an oak tree. Used to evolve Petilil into Hisuian Lilligant at level 10 and above.
"Scorched Spectral Flame"	A strange, other-worldly black orb that appears to emit a ghastly purple flame, though it isn't hot to the touch. Used to evolve Quilava into Hisuian Typhlosion at level 14 and above.
"Darkened Water Crystal"	A crystal with a pitch-black hue that no light can penetrate. It appears to be both extremely durable and sharp. Used to evolve Dewott into Hisuian Samurott at level 14 and above.
"Broken Overgrown Arrow"	An arrow that once saw combat now reduced to a remnant of its former self. While broken, the fighting spirit emitted from the arrow is carried on to those who touch it. Used to evolve Dartrix into Hisuian Decidueye at level 13 and above.
"Rock Ice"	An extremely hard piece of ice that has been mixed with rocks due to the pressure it has experienced underground. Used to evolve Bergmite into Hisuian Avalugg at level 10 and above.
Adamant Crystal	A sparkling blue gem shard that is said to be the treasure of a long-forgotten clan. When used on Dialga, this large, glowing gem wells with power and allows the Pokémon to change form.
Lustrous Globe	A flawless pink orb that is said to be the treasure of a long-forgotten clan. When used on Palkia, this large, glowing orb wells with power and allows the Pokémon to change form.
Griseous Core	A golden gemstone said to be filled with an unspeakable, dark energy. When used on Giratina, this large, glowing gem wells with power and allows the Pokémon to change form.



# NEW ADDITIONS

## NEW MECHANICS

### STYLES ARE HERE!

With the introduction of *Pokémon: Legends Arceus* comes the new "Agile" and "Strong" styles for using moves. The best way I can see to implement this is at the Dungeon Master's discretion. For a move to be considered "Mastered" for the sake of using one of these styles, that's up to you to decide. Some methods could include using a move "x" number of times, having a move for "x" number of levels, or based on how your players are in your game. Maybe a player "unlocked" this for a specific move thanks to some incredible feat they achieved. What I present are how to go about using "Agile" and "Strong" styles, not how to implement them into your game. Go wild and have fun with it!

- **Agile Style:** When using an Agile Style move your Pokémon's move will be reduced in power by 1/3 (rounded down). However, if its DEX score is greater than its foe, you will be able to take another full turn immediately after. This does not stack and cannot be used in combination with a Strong Style move. (EX: If you used an Agile Style move and go again, you cannot immediately use a Strong Move or a second Agile Style move.) This costs 2pp to use.
- **Strong Style:** When using a Strong Style move your Pokémon's move will be increased in power by +2 of the damage die used. (EX: Base Tackle: 1d6 + Move, Strong Base Tackle: 3d6 + Move) However, due to this tremendous burst of power if your DEX is lower than your foe, they get take a second full turn immediately after their first. This does not stack and cannot be used in combination with an Agile Style move. This costs 2pp to use.

## NEW STATUS EFFECTS

### FROSTBITE

**Duration:** A frostbitten Pokémon rolls all damage rolls twice and takes the lower result (this bypasses and does not cancel out with things like Savage Attacker, Iron Fist, Weather, etc). In addition, the creature takes an amount of damage equal to its proficiency bonus at the beginning of each of its turns until it faints or is cured of its frostbite. This can be done via the use of a Fire type move or an Ice Heal. (Ice types are immune to this status condition.)

### SPLINTERS

**Duration:** A splintered Pokémon takes an amount of damage equal to its proficiency bonus + opposing Pokémon MOVE stat at the end of each of its turns. This lasts for three turns for regular moves, two turns for agile-style moves, and four turns for strong-style moves. EX: A level 1 Pidgey would have a proficiency of +2. The level 1 Pidgey is hit with a move that has a +3 MOVE modifier.  $2(\text{Prof}) + 3(\text{MOVE}) = 5$  Damage on the end of its next turn.

## NEW MOVES

### BARB BARRAGE

**Type:** Poison  
**Move Power:** STR/DEX  
**Move Time:** 1 action  
**PP:** 10  
**Duration:** Instantaneous  
**Range:** Melee  
**Description:** You launch countless toxic barbs to inflict damage. Make a melee attack roll against a target, doing  $2d6 + \text{MOVE}$  poison damage on a hit. If the natural attack roll is 18 or more, the creature is poisoned. If the target is affected by a status condition, double your MOVE modifier when adding damage.

**Higher Levels:** The damage dice roll for this move changes to 2d8 at level 5, 4d6 at level 10, and 6d6 at level 17.

### BITTER MALICE

**Type:** Ghost  
**Move Power:** DEX/WIS  
**Move Time:** 1 action  
**PP:** 10  
**Duration:** Instantaneous  
**Range:** 40ft  
**Description:** You attack your target with spine-chilling resentment. Make a ranged attack roll against a target, doing  $1d12 + \text{MOVE}$  ghost damage on a hit. If the natural attack roll is 17 or more, the creature has frostbite. If the target is affected by a status condition, double your MOVE modifier when adding damage.

**Higher Levels:** The damage dice roll for this move changes to 2d8 at level 5, 5d4 at level 10, and 4d8 at level 17.

### BLEAKWIND STORM

**Type:** Flying  
**Move Power:** STR/DEX  
**Move Time:** 1 action  
**PP:** 3  
**Duration:** Instantaneous  
**Range:** 100ft  
**Description:** You unleash a savagely cold wind that causes both your target's body and spirit to tremble. Make a ranged attack roll at a target, doing  $5d6 + \text{MOVE}$  flying damage on a hit. If the natural attack roll is a 14 or more, the target has frostbite.

**Higher Levels:** The damage dice roll for this move changes to 4d10 at level 5, 6d10 at level 10, and 8d12 at level 17.

## CEASELESS EDGE

**Type:** Dark  
**Move Power:** STR  
**Move Time:** 1 action  
**PP:** 5  
**Duration:** Instantaneous  
**Range:** Melee

**Description:** You slash your shell blade at a target, aiming to land a critical hit. Make a melee attack roll against a target, doing  $1d10 + \text{MOVE}$  dark damage on a hit. This move leaves that target with the splinters status condition for 3 turns (2 if used as an Agile Style move, 3 if used as a Strong Style move). This move scores a critical hit on 19 and 20.

**Higher Levels:** The damage dice roll for this move changes to 2d8 at level 5, 5d4 at level 10, and 4d8 at level 17.

## CHLOROBLAST

**Type:** Grass  
**Move Power:** DEX/WIS  
**Move Time:** 1 action  
**PP:** 4

**Duration:** Instantaneous  
**Range:** Self (80ft line)

**Description:** You create an 80 foot line of amassed chlorophyll that is launched violently, 5ft wide. Any creature caught in the line must succeed on a DEX save against your Move DC or take  $3d6 + \text{MOVE}$  grass damage on a failed save, and half as much on a success.

**Higher Levels:** The damage dice roll for this move changes to 3d8 at level 5, 6d6 at level 10, and 7d8 at level 17.

## DIRE CLAW

**Type:** Poison  
**Move Power:** STR/DEX  
**Move Time:** 1 action  
**PP:** 5

**Duration:** Instantaneous  
**Range:** Melee

**Description:** You lash out at a target with ruinous claws, aiming to land a critical hit. Make a melee attack roll against a target, doing  $1d10 + \text{MOVE}$  poison damage on a hit. On a natural attack of 15 or more, roll a d4. 1 = No Effect, 2 = Paralyzed, 3 = Poisoned, 4 = Drowsy. (If used as a Strong Move, the natural attack only needs to be a 12 or more.)

**Higher Levels:** The damage dice roll for this move changes to 2d8 at level 5, 5d4 at level 10, and 4d8 at level 17.

## ESPER WING

**Type:** Psychic  
**Move Power:** DEX/WIS  
**Move Time:** 1 action  
**PP:** 10  
**Duration:** Instantaneous  
**Range:** 30ft

**Description:** You slash at a target with aura-enriched wings, creating blades formed of psychic power. Make a ranged attack on a creature, dealing  $2d8 + \text{MOVE}$  psychic damage on a hit. This move scores a critical hit on natural rolls of 19 or 20.

**Higher Levels:** The damage dice roll for this move changes to 2d10 at level 5, 4d8 at level 10, and 6d6 at level 17.

## HEADLONG RUSH

**Type:** Ground  
**Move Power:** STR/DEX  
**Move Time:** 1 action  
**PP:** 3

**Duration:** Instantaneous  
**Range:** Melee

**Description:** You smash into a target in a full-body tackle. This has a chance to temporarily lower a target's defense. Make a melee attack against a target, doing  $4d4 + \text{MOVE}$  ground damage on a hit. On a natural attack roll of 18 or higher, the target's AC is decreased by 1 for the remainder of combat. This decrease may be stacked, up to a maximum of -3 to AC.

**Higher Levels:** The damage dice roll for this move changes to 2d12 at level 5, 4d8 at level 10, and 8d6 at level 17.

## INFERNAL PARADE

**Type:** Ghost  
**Move Power:** DEX/WIS  
**Move Time:** 1 action  
**PP:** 10

**Duration:** Instantaneous  
**Range:** 40ft

**Description:** You attack your target with a myriad of ghostly fireballs. Make a ranged attack roll against a target, doing  $1d12 + \text{MOVE}$  ghost damage on a hit. If the natural attack roll is 17 or more, the creature is burned. If the target is affected by a status condition, double your MOVE modifier when adding damage.

**Higher Levels:** The damage dice roll for this move changes to 2d8 at level 5, 5d4 at level 10, and 4d8 at level 17.

## LUNAR BLESSING

**Type:** Psychic  
**Move Power:** None  
**Move Time:** 1 action  
**PP:** 5

**Duration:** Instantaneous  
**Range:** Self

**Description:** You heal yourself of all status effects and recover half your total hit dice + CON in health. Foes also now have a -2 to hitting you for the remainder of the battle. This penalty does not stack.

## MOUNTAIN GALE

**Type:** Ice

**Move Power:** STR

**Move Time:** 1 action

**PP:** 5

**Duration:** Instantaneous

**Range:** Melee

**Description:** You hurl giant chunks of ice at the target for maximum damage. Make a melee attack dealing  $4d4 + \text{MOVE}$  ice damage. Until the beginning of your next turn, you have disadvantage on all DEX saves and your speed is halved.

**Higher Levels:** The damage dice roll for this move changes to  $2d12$  at level 5,  $4d8$  at level 10, and  $8d6$  at level 17.

## MYSTICAL POWER

**Type:** Psychic

**Move Power:** DEX/WIS

**Move Time:** 1 action

**PP:** 5

**Duration:** Instantaneous

**Range:** 40ft

**Description:** You create a mystical, magical force to strike your foes, 5ft wide. Make a ranged attack roll, doing  $1d12 + \text{MOVE}$  psychic damage on a hit. Gain a temporary +1 to your STR/CON (whatever is higher, if tied, use STR) for the remainder of the battle. This increase may be stacked, up to a maximum of +2.

**Higher Levels:** The damage dice roll for this move changes to  $2d8$  at level 5,  $4d6$  at level 10, and  $6d6$  at level 17.

## POWER SHIFT

**Type:** Normal

**Move Power:** None

**Move Time:** 1 bonus action

**PP:** 3

**Duration:** Instantaneous

**Range:** Self

**Description:** You feel your power begin to shift from within you. Swap your STR and CON stats and add +1 to your DEX for the rest of the battle. This increase cannot be stacked.

## PSYSHIELD BASH

**Type:** Psychic

**Move Power:** STR/WIS

**Move Time:** 1 action

**PP:** 10

**Duration:** Instantaneous

**Range:** Melee

**Description:** You cloaking yourself in psychic energy and slam yourself into the target. Make a melee attack roll against a target, doing  $1d12 + \text{MOVE}$  psychic damage on a hit. If the natural roll is a 18 or more, add +1 to your CON. This increase may be stacked, up to a maximum of +2.

**Higher Levels:** The damage dice roll for this move changes to  $2d8$  at level 5,  $2d12$  at level 10, and  $6d6$  at level 17.

## RAGING FURY

**Type:** Fire

**Move Power:** STR/DEX

**Move Time:** 1 action

**PP:** 5

**Duration:** Instantaneous

**Range:** Melee

**Description:** You rampage and spew vicious flames to inflict damage on a target, doing several attacks without control for three rounds. Make a melee attack roll on a target, dealing  $2d8 + \text{MOVE}$  fire damage on a hit.

**Higher Levels:** The damage dice roll for this move changes to  $2d10$  at level 5,  $3d10$  at level 10, and  $4d12$  at level 17.

## SANDSEAR STORM

**Type:** Ground

**Move Power:** STR/DEX

**Move Time:** 1 action

**PP:** 3

**Duration:** Instantaneous

**Range:** 100ft

**Description:** You unleash a fierce wind and searingly hot sand upon your target. Make a ranged attack roll at a target, doing  $5d6 + \text{MOVE}$  ground damage on a hit. If the natural attack roll is a 14 or more, the target is burned.

**Higher Levels:** The damage dice roll for this move changes to  $4d10$  at level 5,  $6d10$  at level 10, and  $8d12$  at level 17.

## STONE AXE

**Type:** Rock

**Move Power:** STR/DEX

**Move Time:** 1 action

**PP:** 10

**Duration:** Instantaneous

**Range:** Melee

**Description:** You swing your stone axes at the target, aiming to land a critical hit. Make a melee attack roll against a target, doing  $1d10 + \text{MOVE}$  rock damage on a hit. This move leaves that target with the splinters condition for 3 turns (2 if used as an Agile Style move, 3 if used as a Strong Style move).

**Higher Levels:** The damage dice roll for this move changes to  $2d8$  at level 5,  $5d4$  at level 10, and  $4d8$  at level 17.

## SPRINGTIDE STORM

**Type:** Fairy

**Move Power:** STR/DEX

**Move Time:** 1 action

**PP:** 3

**Duration:** Instantaneous

**Range:** 100ft

**Description:** You unleash a fierce wind brimming with love and hate that surrounds your target. Make a ranged attack roll at a target, doing  $5d6 + \text{MOVE}$  fairy damage on a hit. On a natural attack roll of 18 or more, all of your ability scores go up by 1 while you remain in battle. This lasts for 3 turns (or 5 turns if used as a Strong Style move.) If used while in Therian Forme, on a natural attack roll of 18 or more, the target's AC is reduced by 2 for 3 turns (or 5 turns if used as a Strong Style move).

**Higher Levels:** The damage dice roll for this move changes to  $4d10$  at level 5,  $6d10$  at level 10, and  $8d12$  at level 17.

## SHELTER

**Type:** Steel  
**Move Power:** None  
**Move Time:** 1 action  
**PP:** 10  
**Duration:** Instantaneous  
**Range:** Self  
**Description:** You curl up into your shell, increasing your defensive stance. Until your next turn, you gain +6 to your AC.

## TAKE HEART

**Type:** Psychic  
**Move Power:** DEX/WIS  
**Move Time:** 1 action  
**PP:** 3  
**Duration:** Instantaneous  
**Range:** Self  
**Description:** You heal yourself of all status effects and raise your STR and CON stats by +2 for 4 turns.

## TRIPLE ARROWS

**Type:** Fighting  
**Move Power:** STR/DEX  
**Move Time:** 1 action  
**PP:** 10  
**Duration:** Instantaneous  
**Range:** Self  
**Description:** You deliver an axe kick, then fire three arrows at your target. Make a melee attack roll against a target, doing  $1d12 + \text{MOVE}$  fighting damage on a hit. If the natural roll is an 18 or more, your foe takes a -1 to their AC while you gain a +3 to hit for the next 3 turns. This increase may be stacked, up to a maximum of -2 and +6 respectively.  
**Higher Levels:** The damage dice roll for this move changes to 2d6 at level 5, 4d4 at level 10, and 3d10 at level 17.

## VICTORY DANCE

**Type:** Fighting  
**Move Power:** None  
**Move Time:** 1 action  
**PP:** 3  
**Duration:** Instantaneous  
**Range:** Self  
**Description:** You perform a dance to usher in victory. Your STR and CON are raised by +2 for your next turn. You also gain advantage for the next offensive move you attempt. This increase does not stack, nor does the advantage.

## WAVE CRASH

**Type:** Water  
**Move Power:** STR/DEX  
**Move Time:** 1 action  
**PP:** 10  
**Duration:** Instantaneous  
**Range:** Melee  
**Description:** You shrouds yourself in water and slam into the target with your whole body to inflict damage. Make a melee attack roll against a creature, doing  $1d12 + \text{MOVE}$  water damage on a hit, but taking a third of the total damage (rounded down) in typeless recoil.  
**Higher Levels:** The damage dice roll for this move changes to 2d8 at level 5, 2d12 at level 10, and 6d6 at level 17.

## WILDBOLT STORM

**Type:** Electric  
**Move Power:** STR/DEX  
**Move Time:** 1 action  
**PP:** 3  
**Duration:** Instantaneous  
**Range:** 100ft  
**Description:** You summon a thunderous tempest and savagely attacks with lightning and wind upon your target. Make a ranged attack roll at a target, doing  $5d6 + \text{MOVE}$  electric damage on a hit. If the natural attack roll is a 14 or more, the target is paralyzed.  
**Higher Levels:** The damage dice roll for this move changes to 4d10 at level 5, 6d10 at level 10, and 8d12 at level 17.

## CHANGELOG

### 3/19/22

- Initial completion date of the Hisuian Pokémon 5e document.

## AFTERWORD

Working on this document has been an awesome experience and I cannot believe that the base is completely done. If you have anything that you'd like to change, if you find a copy of this on GM Binder and can edit the Markdown then go for it! This was made mainly with standard Pokémon 5e in mind, so I tried my best to adapt the content accordingly. I didn't have any of the original formulas that creator used, so all of these number were made based off of BSTs, lore, and common sense for each Pokémon. That being said, the original creator of Pokémon 5e has **NO** affiliation with the creation of this document. He does not know about it, has not been contacted in anyway about it, and has no connection to this new supplement that has been created. Thank you, reader, for enjoying this supplement. I can only hope that you are able to get some fun times out of this!

**THIS HISUIAN POKÉMON  
SUPPLEMENT WAS CREATED BY  
TESLA SHARD 1996!**